

Force Adept Class

Level	Proficiency Bonus	Force Points	Increased Movement	Features
1 st	+2	1	+10 ft.	Force Armor, Force Combat
2 nd	+2	2	+10 ft.	Force Points, Force Movement
3 rd	+2	3	+10 ft.	Force Tradition, Deflect Bolts
4 th	+2	4	+10 ft.	Enhanced Training
5 th	+3	5	+15 ft.	Extra Attack
6 th	+3	6	+15 ft.	—
7 th	+3	7	+15 ft.	Force Evasion
8 th	+3	8	+15 ft.	Enhanced Training
9 th	+4	9	+20 ft.	—
10 th	+4	10	+20 ft.	—

Hit Points

Hit Dice: 1d8 per force adept level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per adept level

Proficiencies

Armor: None

Weapons: Lightsabers

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose any four.

Exotic Melee Weapon

Lightsaber, 1d8 radiant damage, Finesse

Force Armor

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Force Combat

When you use the Attack action with a lightsaber on your turn, you can make one additional lightsaber attack as a bonus action.

Force Points

Your access to the force is represented by a number of force points. Your adept level determines the number of points you have, as shown in the Force Points column of the adept table. You can spend these points to fuel various force powers. You know four such powers: Force Assault, Force Defense, Force Push and Force Speed. You also know the Minor Telekinesis force power, which you can use at will without expending a force point. When you spend a force point, it is unavailable until you finish a short or long rest. You

must spend at least 30 minutes of the rest meditating to regain your force points. Some of your force powers require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Force save DC = 8 + your proficiency bonus + your Wisdom modifier.

Minor Telekinesis

Casting Time: 1 bonus action

Range: 30 feet

Duration: Concentration, up to 1 minute

You can move an object that weighs 10 pounds or less up to 30 feet in any direction, but not beyond the range of this power. You can exert fine control on objects with your telekinesis, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Force Assault

Immediately after you take the Attack action with a lightsaber on your turn, you can spend 1 force point to make two additional lightsaber attacks as a bonus action.

Force Push

You can spend 1 force point to cause one creature within 15 feet of you to succeed on a Strength or Dexterity saving throw or be knocked prone and pushed up to 15 feet away from you.

Force Defense

You can spend 1 force point to take the Dodge action as a bonus action on your turn.

Force Speed

You can spend 1 force point to take the Disengage or Dash action as a bonus action on your turn. Also, your jump distance is doubled for the duration of your turn.

Force Movement

Your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain adept levels, as shown in the Force Adept table.

Deflect Bolts

You can use your reaction to deflect a blaster bolt when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your adept level. If you reduce the damage to 0, you can spend 1 force point to make a ranged attack with the bolt, sending it flying back towards your attacker. You make this attack with proficiency, regardless of your weapon proficiencies.

Enhanced Training

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Force Evasion

You have advantage on Dexterity saving throws. Also, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Force Tradition: Light Side Adept

You learn the Force Guidance power, and you can cast it at will without using a force point. Also, as an action, you can spend 2 force points to use one of the following force powers:

Force Guidance

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the effect ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The effect then ends.

Heal Wounds

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 2d8 + your Wisdom modifier. This spell has no effect on undead or constructs.

Force Shield

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Restoration

Range: Touch

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Force Tradition: Dark Side Adept

You learn the Force Illusion power, and you can cast it at will without using a force point. Also, as an action, you can spend 2 force points to use one of the following force powers:

Force Illusion

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Sith Alchemy

Casting Time: 1 action

Range: Self

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Sith Lightning

Casting Time: 1 action

Range: Self (15-foot cone)

Duration: Instantaneous

You extend your hands and project an arching storm of force lightning from your palm. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much damage on a successful one.

Invisibility

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.